**10/25/16**

**Swordrunner (tentative)**

**Genre:** 2D sidescroller / platformer / runner

**Target audience and ESRB rating:** ESRB 13+ (some blood possibly)

**Game Summary:** You play as a soldier equipped with a sword who has to RUN...somewhere. He can’t stop. Between him and wherever he is running to are enemies. Guys with big swords, guys with big shields, guys with big armor. You must know how to handle each one. Parry through the big sword to slash the enemy from behind. Pounce onto the large shield to gain a small boost. Thrust through a gap in the armor. Fail too many times—you’re dead.

**Competition:**  God of Blades, Melody’s Escape, etc

**Unique features**:  Rather than having insta-death, the game will allow you to gain points for successful maneuvers and take points away due to failures. It’s about timing, not jumping over pits or catching platforms. Put on that plot armor and wade through a sea of bad guys.

**Platforms:** Microsoft Windows (64 bit)

**Licenses:** No purchases required. Will use custom-made art or royalty-free assets.

**Marketing analysis/cost summary:** I’m making the game by myself for free

**Designer’s name or company name:** Matt Torres (tentative studio name – Sparrowhawk Games)

**Characters:**

**Player**:

Foot soldier who is desperately trying to fight his way through waves of enemy troops. Equipped with light armor and a long sword, he isn’t strong enough to stand and fight. He must stab, parry and jump his way through the enemies to reach his castle and warn his lord of the approaching army.

**Sword Enemy:**

The enemy equivalent of the player. Just a foot soldier in light armor with a long sword. All he knows I she has to stop the scout who is trying to break through their lines. He’s been spending all day preparing to swing his sword at the scout. Hopefully the scout doesn’t know how to parry.

**Shield Enemy:**

Enemy soldier with a...shield. A big one. He trusts it...probably too much. He’ll definitely stop that pesky scout. What’s he going to do to get past a shield, after all?

**Armored Enemy:**

This solder has the best armor. Huge armor, ok? The scout with his silly won’t stand a chance...unless he manages to thrust into a gap in the armor that is.

**Mechanics:**

The player will run to the right constantly without the ability to stop or slow down. Player will only have three actions:

1) Parry – This will get the player past an enemy soldier equipped with a sword and slip past and land a strike on the enemy’s back.

2) Jump – This will get the player past an enemy soldier carrying a large shield, possibly knocking the shield-bearing soldier to the ground.

3) thrust – This is for an enemy soldier wearing armor. Player will hunker behind his sword and thrust into a gap in the armor, allowing him to continue on.